

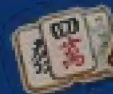
Best of Board Games



Best of Board Games



Chess



Mah-jong



Solitaire

× Confirm



Solo
Multi
Leaderboard
Options
Buy

× Confirm ○ Back

Options

Tutorial

Music

100

Sound effects

100

Controls

Credits

Default settings

× Confirm

○ Back

Tutorial

1/18



Controls

Move the cursor over the Board using the left stick or the UP, DOWN, left and right Buttons .

Press the Button to take or Place a Piece.

Press the Button to Deselect a Piece.




Back


Tutorial

2/18


Controls



Press the  Button to switch views (2D/3D).

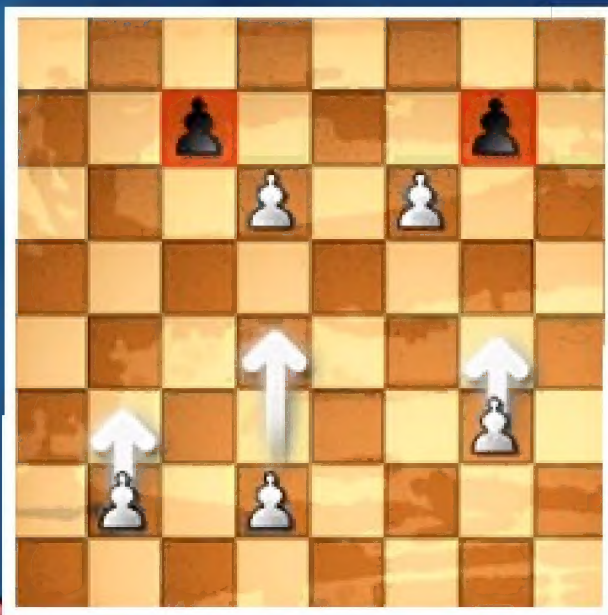
Press the  Button to go Back to the Previous move.



 Back

Tutorial

3/18



The pawn

The Pawn Can only move forwards one square.

It always takes By moving to a front, diagonally adjacent square.

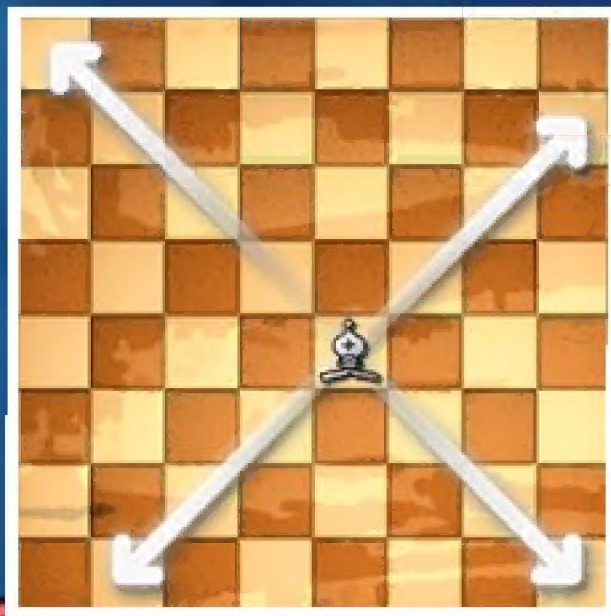
The first time a Pawn moves it can move 2 squares forward.



 Back

Tutorial

4/18



The bishop

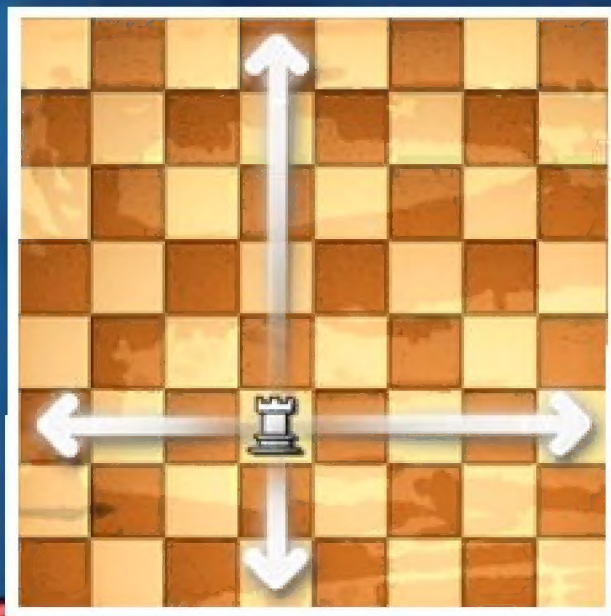
The Bishop moves Diagonally on squares of the same Colour.
The Bishop Can take the opposing Pieces located on the squares it can move to.



 Back

Tutorial

5/18



The rook

The rook moves in straight lines, horizontally and vertically. The rook can take the opposing pieces located on the squares it can move to.



 Back

Tutorial

6/18



The knight

The knight moves in an L-shape (2 squares in one direction (vertically or horizontally) then 1 in the other).

The knight jumps from the square it is currently on to its destination, moving over other pieces.

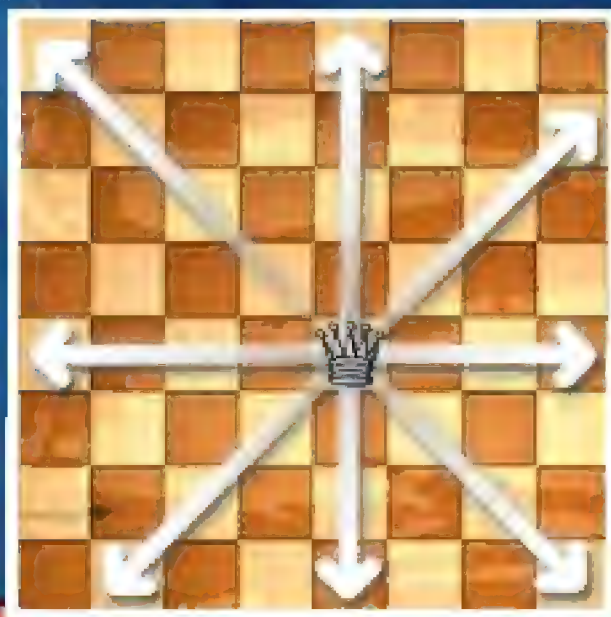
The knight can take the opposing pieces located on the squares it can move to.



 Back

Tutorial

7/18



The queen

The queen Can move like Both the rock and the Bishop.

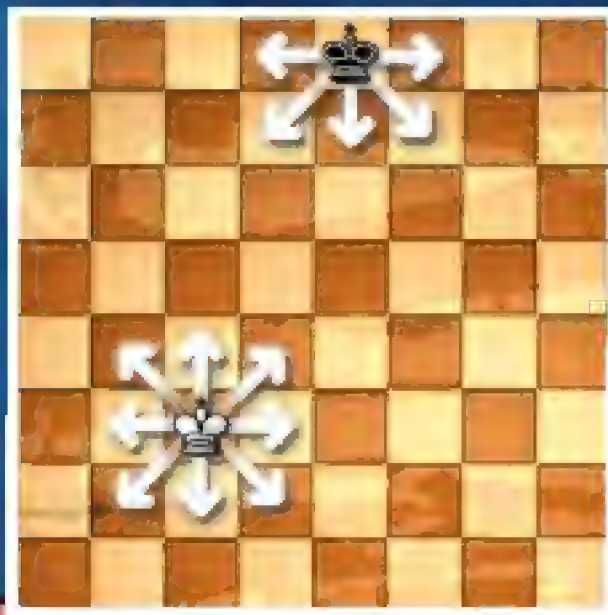
The queen Can take the opposing Pieces located on the squares it Can move to.



 Back

Tutorial

8/18



The king

The king Can move one square in any direction.

The king Cannot move if the move would mean it Can Be taken By an opposing Piece.

If the opponent Puts the king in this Position, the king must Be moved or Protected By another Piece.



○ Back

Tutorial

9/18



Victory, defeat & draw

If the king is in check and cannot be protected, the attacker wins the game: this is called checkmate.

The game is declared a draw if the same game position is achieved 3 times, if neither player can achieve checkmate (king versus king, for example) or if there is stalemate, which means that one of the players cannot move without putting his own king in check.



Back

Tutorial

10/18

Castling



If the king and a rook have not yet been moved in the game and there are no pieces between them, they can be castled.

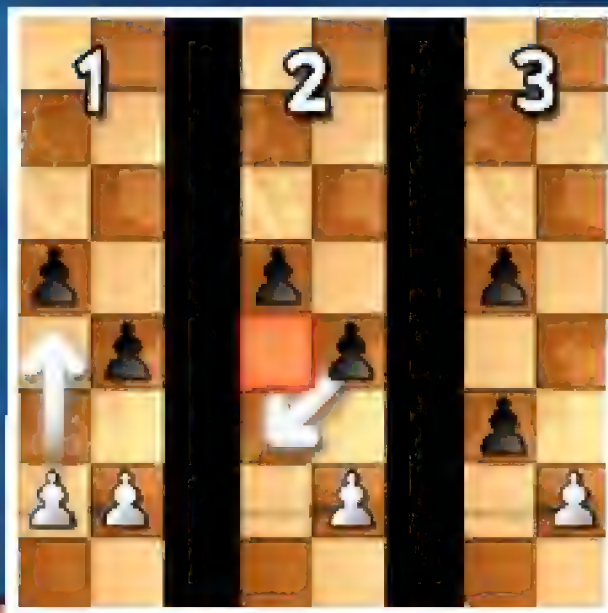
This means that the rook moves next to the king and the king moves to the other side of the rook, on the same line. Castling is only possible if the king is not in check and none of the squares it crosses are being attacked.



○ Back

Tutorial

11/18



En passant

When a Pawn moves 2 squares for the first time and Passes an opposing Pawn, thus avoiding Being taken, on the next move the opponent can take the Pawn and move to the intermediate Position, thus taking the Pawn 'en Passant'.



○ Back

Tutorial

12/18

Promotion

When a Pawn reaches the other side of the Board, it is Promoted.

The Player selects the Piece the Pawn is Promoted to.

The Pawn is then instantly changed into a Queen, Knight, Rook or Bishop.



○ Back

Tutorial

13/18

Grid and notation

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

There are 64 squares on a Chess Board: the lines are numbered 1 to 8 and the Columns A to H.

The squares are therefore designated from A1 to H8.



○ Back

Tutorial

14/18

Grid and notation

A Player's first move can therefore be written as: 1. H2-H4 (the Pawn moves 2 squares forward).

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1



○ Back

Tutorial

15/18

Asynchronous multiplayer mode



Select the "Multi" menu to access this game mode. It allows you to play up to 8 games with other players of a similar level in the world, even if they are not online at the same time as you.



○ Back

Tutorial

16/18

Asynchronous multiplayer mode

Start By selecting one of the 8 free available slots ("new game"). If an opponent is available, the game will start immediately and you can play your first round. If not, wait for an opponent to be available and come back later.



○ Back

Tutorial

17/18

Asynchronous multiplayer mode

Once you have found an opponent, you play in turns. Your opponent will play later, when online. The game can thus last several days.

You can give up a current game; in this case you are declared the loser, unless your opponent hasn't played for over a week.



○ Back

Tutorial

18/18

Asynchronous multiplayer mode

Each Player scores according to the Elo rating system. The initial score is 1,000 Points. Improve your score By winning as many games as possible, and then Compare it With that of other Players in the "LeaderBoard" menu.



 Back

Options

Tutorial

Music

100

Sound effects

100

Controls

Credits

Default settings

× Confirm ○ Back

Controls

 Move the Cursor

 Move the Cursor

 Select / Move a Piece

 Deselect a Piece

 Change view (2D / 3D)

 Previous move

 Pause

 Back

Best of Board Games



Chess



Mah-jong



Solitaire

X Confirm

MAH-JONG



Play
Options
Buy




× Confirm ○ Back

Tutorial

1/6



Moves

Move the cursor using the left stick .
Press the  button to select a tile.
Press the  button to deselect it.



 Back

Tutorial

2/6



Movable tiles

A tile that is entirely or Partially Covered By another tile Cannot Be used.

To use a tile, at least one of its sides must Be clear.

To help you, the tiles that Cannot Be moved are shaded.



 Back

Tutorial

3/6



Combinations

To have tiles disappear from the Board, they must be removed in Pairs.

The Pairs must be formed from tiles from the same family and with the same number value, except in special cases.



Back

Tutorial

4/6



Dragons

The dragons have no number value and can only be matched with each other. A pair of dragons scores a lot of points.



 Back

Tutorial

5/6



Honours

The honours are Comprised of the 4 winds, 4 flowers and 4 seasons.

Winds, flowers and seasons can only be matched with each other.

The honours are also matched in identical pairs.



 Back


Tutorial

6/6



Viewing help

The viewing help indicates the currently available Pairs.

Press the  Button to use the viewing help. Using the help feature lowers the score.



 Back

Options

Tutorial

Music

100

Sound effects

100

Controls

Cursor speed

50

Credits

Default settings

× Confirm ○ Back

Controls


 Move the cursor

 Move the cursor

 Select tiles

 Deselect tiles

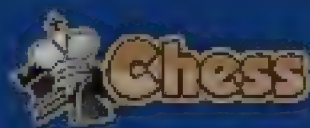
 Viewing help

 Previous move

 Pause

 Back

Best of Board Games



Chess

Mah-jong

Solitaire

× Confirm



Play
Options
Buy

X Confirm O Back

Options

Tutorial

Music

100

Sound effects

100

Controls

Cursor speed

50

Credits

Default settings

× Confirm ○ Back

Tutorial



Klondike
Spider
Freecell
Golf
Pyramid

[Back](#)

Tutorial

1/5



Klondike

Place the ACES in the squares.



Back

Tutorial

2/5



Klondike

Stack the cards in the columns,
alternating the colours.



 Back

Tutorial

3/5



Klondike

Use the Deck to Display new
Cards.



 Back

Tutorial

4/5



Klondike

Stack the cards in the squares,
from Ace to King, to win.




 Back

Tutorial

5/5



Klondike - Bonus

Press  to take the next card for one of the four stacks.



 Back

Tutorial



Klondike
Spider
Freecell
Golf
Pyramid

 Back

Tutorial

1/4



Spider Solitaire

Stack cards of the same colour in sequence from Ace to King to have them disappear.



Back

Tutorial

2/4



Spider Solitaire

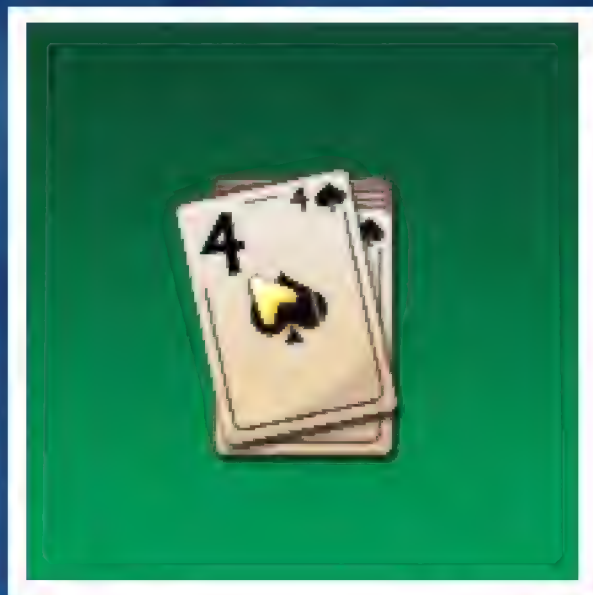
You can mix Colours to stack the Cards, But not if you move more than one card at a time.



 Back

Tutorial

3/4



Spider Solitaire

Use the deck to deal a new series of cards.




 Back

Tutorial

4/4



Spider Solitaire - Bonus

Press  to swap two visible cards, regardless of their position.



 Back

Tutorial



Klondike
Spider
Freecell
Golf
Pyramid

 **Back**

Tutorial

1/4



Freecell

Make up four stacks of cards, from Ace to King, in the squares on the right, alternating the colours.



 Back

Tutorial

2/4



Freecell

The squares on the left can be used to hold cards.
You can move several cards at once, depending on the number of squares that are free:

- 4 free cells = 5 cards max
- 3 free cells = 4 cards max
- 2 free cells = 3 cards max
- 1 free cell = 2 cards max
- No free cells = 1 card max



Back

Tutorial

3/4



Freecell

You can Place any Card in a free Column.




 Back

Tutorial

4/4



Freecell - Bonus

Press  to take the next card for one of the four stacks.



 Back

Tutorial



Klondike
Spider
Freecell
Golf
Pyramid

[Back](#)

Tutorial

1/3



Golf Solitaire

You must move all of the cards on the Board to the Discard Pile. To remove a card from the Board, it must have a value immediately Below or Above the Card Displayed on the Discard Pile.



 Back

Tutorial

2/3



Golf Solitaire

Use the Deck to Place a new Card
on the Discard Pile.




 Back

Tutorial

3/3



Golf Solitaire - Bonus

Press  to take any card from Play and Place it on the Discard Pile.



 Back

Tutorial



Klondike
Spider
Freecell
Golf
Pyramid

Back

Options

1/4



Pyramid Solitaire

The objective is to remove all of the cards from the Pyramid.



 Back

Options

2/4



Pyramid Solitaire

Remove the cards by combining them so their total value equals 13. Aces are worth one, jacks are worth 11 and queens 12. Kings are worth 13 and can be immediately removed, without making up a pair.



 Back

Options

3/4



Pyramid Solitaire

Use the Deck to Place a new Card
on the Discard Pile.




○ Back

Options

4/4



Pyramid Solitaire - Bonus

Press  to swap two visible cards.



 Back

Options

Tutorial

Music

100

Sound effects

100

Controls

Cursor speed

50

Credits

Default settings

× Confirm ○ Back

Controls

 Move the Cursor


 Move the Cursor

 Select / Move a Card

 Use a Bonus

 Cancel the Bonus
activation.

 Previous move

 Draw one or more Cards
from the deck.

 Pause

 Back

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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